

```

- % test if x is greater than 0
- int a;
- Object toto;
- if (x > 0)
=====
+ % file procedure
+ % useful for stuff
+ % test if x is greater or equal than 0
+ int a=0;
+ File f;
+ if (x >= 0)

```

Tu= 0.3

Insert

```

+ % file procedure
+ % useful for stuff

```

Update

```

- % test if x is greater than 0
- int a;
=====
+ % test if x is greater or equal than 0
+ int a=0;

```

Delete

```

- Object toto;

```

Insert

```

+ File f;

```

update

```

- if (x > 0)
=====
+ if (x >= 0)

```